

Modeling Electrical Power Systems with Simscape



SciEngineer's training courses are designed to help organizations and individuals close skills gaps, keep up-to-date with the industry-accepted best practices and achieve the greatest value from MathWorks® and COMSOL® Products.

Modeling Electrical Power Systems with Simscape

This one-day course discusses how to model electrical power systems in the Simulink environment using the Simscape Electrical Specialized Power Systems library. This course focuses on creating three-phase systems with passive elements and with electrical machines, analyzing and

Prerequisites

MATLAB Fundamentals, Simulink Fundamentals, and Modeling Physical Systems with Simscape



TOPICS

Day 1

 Introduction to Three-Phase Systems

controlling electrical power systems,

modeling power electronic components and

speeding up simulation of electrical models.

- Three-Phase Systems with Electrical Machines
- Controlling Electrical Machines
- Power Electronics

Introduction to Three-Phase Systems

Three-Phase Systems with Electrical Machines

Controlling Electrical Machines

OBJECTIVE: Become familiar with the Simscape Electrical environment by modeling a simple three-phase electrical system.

OBJECTIVE: Create models with three-phase electrical machines.

OBJECTIVE: Analyze and control the effects of loads and disturbances on electrical machine models.

- Creating three-phase models
- Measuring physical quantities
- Viewing and setting initial states
- Modeling transformers
- Simulating nonlinear electrical models

- Modeling electrical machines
- Actuating and measuring machine quantities
- Initializing machines
- Selecting solver methods

- Modeling breakers and faults
- Controlling electrical machines
- Improving model readability
- Parameterizing models

Power Electronics

OBJECTIVE: Model electrical power conversion and transmission systems.

- Inverters and rectifiers
- Transmission losses
- Connection to Simscape
- Inverter control
- Model testing and integration



Expand your knowledge

